

In the Claims:

Please amend Claims 1, 14 and 23, all as shown below. Applicant respectfully reserves the right to prosecute any originally presented claims in a continuing or future application.

1. (Currently Amended) A method for managing audio devices located at a live event during the live event, comprising:

capturing video content of the live event at a first location, wherein ~~different areas of the video content, corresponding to different areas of the live event~~[[,]] are associated with a plurality of ~~[[the]]~~ audio devices located at the first location, the plurality of audio devices capturing audio originating from the different areas in the live event;

providing the video content of the live event captured at the first location to a user at a second location during the live event, wherein the video content is displayed to the user in a graphical user interface (GUI) that enables the user to select regions of the displayed video content, and wherein each region of the displayed video content shows one of the different areas of the live event to receive audio from different audio devices at the live event associated with the selected regions;

receiving through the GUI a selection of a first region of the video content, the selection made

by the user during the live event, and

within the video content shown in the GUI;

determining a first area of the live event associated with the first region of the video content;  
determining which audio devices at the first location are associated with the ~~first region area~~ of the live event;

selecting a first audio device at the first location associated with the ~~first region area~~ of the live event; and

providing live audio from the selected first audio device at the first location to the user at the second location.

2-4. (Canceled)

5. (Previously Presented) The method of claim 1 wherein selecting the audio device includes:  
selecting a plurality of audio devices at the first location associated with the first region;  
comparing parameters for each audio device; and  
selecting one of the plurality of audio devices.

6. (Original) The method of claim 5 wherein the parameters include signal to noise ratio.
7. (Previously Presented) The method of claim 1 wherein selecting the audio device includes:  
determining that no audio device is associated with the first region; and  
determining an alternative audio device to operate as the audio device associated with the first region, the alternative audio device configured to capture audio associated with the first region.
8. (Previously Presented) The method of claim 1 wherein providing audio includes:  
providing 2-way audio between the user and a second user, the user located at a remote location and the second user located at the first location associated with the video content.
9. (Previously Presented) The method of claim 1, further comprising:  
automatically selecting a second region of the video content, the second region of the video content including at least one second area of the video content associated with a second weight and selected as a result of detecting motion in the video content, the first region of the video content including at least one area of the video content associated with a first weight; and  
providing audio from the audio device associated with the region of the video content associated with the highest weight.

10-13. (Canceled)

14. (Currently Amended) A computer program product for execution by a computer for managing audio devices located at a live event during the live event, the function comprising the steps of:

computer code for capturing video content of the live event at a first location, wherein ~~different areas of the video content, corresponding to~~ different areas of the live event~~[[,]]~~ are associated with a plurality of ~~[[the]]~~ audio devices located at the first location, the plurality of audio devices capturing audio originating from the different areas in the live event;

computer code for providing the video content of the live event captured at the first location to a user at a second location during the live event wherein the video content is displayed to the user in a graphical user interface (GUI) that enables the user to select regions of the displayed video content, and wherein each region of the displayed video content shows one of the different areas of the live event to receive audio from different audio devices at the live event associated with

the selected regions;

computer code for receiving through the GUI a selection of a first region of the video content, the selection

made by the user during the live event, and

within the video content shown in the GUI;

computer code for determining a first area of the live event associated with the first region of the video content;

computer code for determining which audio devices at the first location are associated with the first region area of the live event;

computer code for selecting a first audio device at the first location associated with the first region area of the live event; and

computer code for providing live audio from the selected first audio device at the first location to the user at the second location.

15-16. (Canceled)

17. (Previously Presented) The computer program product of claim 14 wherein computer code for selection of an audio device includes:

computer code for selecting a plurality of audio devices at the first location associated with the first region;

computer code for comparing signal-to-noise ratios for each audio device; and

computer code for selecting one of the plurality of audio devices.

18. (Previously Presented) The computer program product of claim 14 wherein computer code for selection of an audio device includes:

computer code for determining that no audio device is associated with the first region; and

computer code for determining an alternative audio device to operate as the audio device associated with the first region, the alternative audio device configured to capture audio associated with the first region.

19. (Previously Presented) The computer program product of claim 14, further comprising:

computer code for automatically selecting a second region of the video content, the second region of the video content including at least one second area of the video content associated with a second weight and selected as a result of detecting motion in the video content, the first region of

the video content including at least one second area of the video content associated with a first weight; and

providing audio from the audio device associated with the region of the video content associated with the highest weight.

20. (Previously Presented) The method of claim 1 wherein selecting the audio device includes: automatically selecting one of the plurality of audio devices based on the first region.

21. (Previously Presented) The method of claim 20 wherein the automatically selecting one of the plurality of audio devices includes:

selecting audio devices, wherein each of the audio devices are configured to capture audio associated with the location corresponding to the first region;

determining the signal to noise ration for each of the audio devices; and

selecting the audio device having the highest signal to noise ratio.

22. (Previously Presented) The computer program product of claim 14, further comprising:

providing 2-way audio between the user and a second user, the user located at a remote location and the second user located at the first location association with the video content.

23. (Currently Amended) A method for managing audio devices located at a live event during the live event comprising:

~~capturing video content of the live event at a first location, wherein different areas of the video content, corresponding to different areas of the live event[[,]] are associated with a plurality of audio devices located at the first location, the~~ plurality of audio devices capturing audio originating from the different areas in the live event;

providing the video content of the live event captured at the first location to a user at a second location during the live event wherein the video content is displayed to the user in a graphical user interface (GUI) that enables the user to select regions of the displayed video content, and wherein each region of the displayed video content shows one of the different areas of the live event ~~to receive audio from different audio devices at the live event associated with the selected regions;~~

receiving through the GUI a selection of a first region of the video content, the selection made by the user during the live event, and within the video content shown in the GUI;

determining a first area of the live event associated with the first region of the video content;  
determining which audio devices at the first location are associated with the first ~~region~~ area  
of the live event;

selecting a first audio device at the first location associated with the at least one area within  
the first ~~region of the video content~~ area of the live event; and

providing two-way communication between the user at the second location and the first  
audio device at the first location.

24. (Previously Presented) The method of claim 1 wherein the audio device includes a far-field  
microphone and a close-talking microphone.